16-3036-101 December 15, 1988



Service Manual

Programmed Chip Summary	(Continued from Inside-Front Cover)
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		Tillia j		0.07.110
IC	DESCRIPTION	TYPE	BOARD LOC.	PART NO.
Image ROM	POM	27512	ROM Board U55	A-5343-3036-43
Image ROM	PICM	27512	ROM Board U56	A-5343-3036-44
Image ROM	POM	27512	ROM Board U57	A-5343-3036-45
Image ROM	POM	27512	ROM Board U58	A-5343-3038-48
Program ROM	PCM	27512	ROM Board U59	A-5343-3036-11
Program ROM	FOM	27512	ROM Board U60	A-5343-9036-12
Image ROM	POM	27512	ROM Board U61	A-5343-3036-47
Image ROM	POM	27512	ROM Board U62	A-5343-3036-48
Image ROM	ROM	27512	ROM Board U63	A-5343-3036-49
Image ROM	FICM	27512	ROM Board U64	A-5343-3036-50
Image ROM	ROM	27512	ROM Board U65	A-5343-3036-51
Image ROM	FIOM	27512	ROM Board U66	A-5349-9036-52
Image ROM	POM	27512	ROM Board U67	A-5343-3036-53
Image ROM	POM	27512	ROM Board U68	A-5343-3036-54
Image ROM	ROM	27512	ROM Board U69	A-5343-3036-55
Image ROM	FIOM	27512	ROM Board U70	A-5343-3036-56
Image ROM	POM	27512	ROM Board U71	A-5343-3036-57
Image ROM	ROM	27512	ROM Board U72	A-5343-3036-58
Image ROM	POM .	27512	ROM Board U73	A-5343-3036-59
Image ROM	POM	27512	ROM Board U74	A-5343-3036-60
Image ROM	ROM	27512	ROM Board U75	A-5343-3036-61
Image ROM	PCM	27512	ROM Board U76	A-5343-3036-62
Program ROM	PCM	27512	ROM Board U77	A-5343-3036-13
Program ROM	PICM	27512	ROM Board U78	A-5343-3036-14
Image ROM	POM	27512	ROM Board U79	A-5343-3036-63
Image ROM	POM	27512	ROM Board U80	A-5343-3036-64
Image ROM	ROM	27512	ROM Board U81	A-5343-3036-65
Image ROM	FICM	27512	ROM Board U82	A-5343-3036-68
Image ROM	HOM	27512	ROM Board U83	A-5343-3036-67
Image ROM	PCM.	27512	ROM Board U84	A-5343-3036-68
Image ROM	PCM	27512	ROM Board U85	A-5343-3036-69
Image ROM	PCM PCM	27512	ROM Board U86	A-5343-3036-70
Image ROM	PCM CONT	27512	ROM Board U87	A-5343-3036-71 A-5343-3036-72
Image ROM	ROM	27512	ROM Board U88	
Image ROM	FICM	27512	ROM Board U89	A-5343-3036-73 A-5343-3036-74
Image ROM	POM.	27512	ROM Board U90 ROM Board U91	A-5343-3036-75
Image ROM	POM POM	27512	ROM Board U91	A-5343-3036-75 A-5343-3036-76
Image ROM	ROM SSS14	27512		A-5343-3036-76 A-5343-3036-77
Image ROM	PCM	27512	ROM Board U93	
Image ROM	FICM	27512	ROM Board U94	A-5343-3036-78



Summary	
	Summary

Programmed	Chip St	Jmmary (Continued on Inside-Back Con		
IC	DESCRIPTION	TYPE	BOARD LOC.	PART NO.
CRAM Controller	PLD	EP153A	CPU Board U28	A-5346-3036-1
Local Ctlr	PLD	EP153A	CPU Board U78	A-5346-3036-2
Video RAM Ctlr	PLD	EP153A	CPU Board U79	A-5348-3036-3
Address Decoder	PLD	EP153A	CPU Board U80	A-5346-3036-4
Image ROM Ctlr	PLD	EP153A	CPU Board U83	A-5346-3036-5
Video RAM Seq.	PLD	EP600	CPU Board U12	A-5346-3036-6
Autoerase Ctir	PLD	EP900	OPU Board U20	A-5346-3036-7
Program ROM	FOM	27512	ROM Board U23	A-5949-3036-7
Program ROM	FOV	27512	ROM Board U24	A-5343-3036-8
Image ROM	POM	27512	ROM Board U25	A-5343-3036-15
Image ROM	ROM	27512	ROM Board U26	A-5343-3036-16
Image ROM	POM .	27512	ROM Board U27	A-5343-3036-17
Image ROM	FICM	27512	ROM Board U28	A-5343-3036-18
Image ROM	FOM	27512	ROM Board U29	A-5343-3036-19
Image ROM	FIOM	27512	ROM Board U30	A-5343-3036-20
Image ROM	ROM	27512	ROM Board U31	A-5343-3036-21
Image ROM	FIOM	27512	ROM Board U32	A-5343-3036-22
Image ROM	ROM	27512	ROM Board U33	A-5343-3036-23
Image ROM	ROM	27512	ROM Board U34	A-5343-3036-24
Image ROM	FICM	27512	ROM Board U35	A-5343-3036-25
Image ROM	POM	27512	ROM Board U36	A-5343-3036-26
Image ROM		27512	ROM Board U37	A-5343-3036-27
Image ROM		27512	ROM Board U38	A-5343-3036-28
lmage ROM		27512	ROM Board U39	A-5343-3036-29
Image ROM	CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	27512	HOM Board U40	ATEKEKSKICKISEKIO
Program ROM		27512	ROM Board U41	A-5343-3036-9
Program ROM		27512	ROM Board U42	A-5343-3036-10
Image ROM		27512	ROM Board U43	A-5343-3036-31
Image ROM		27512	ROM Board U44	A-5343-3036-32
Image ROM		27512	ROM Board U45	A-5343-3036-33
Image ROM		27512	HOM Board U46	A-5343-3036-34
Image ROM		27512	FIOM Board U47	A-5343-3036-35
Image ROM		27512	ROM Board U48	A-5343-3036-36
Image ROM		27512	ROM Board U49	A-5343-3036-37
Image ROM		27512	ROM Board U50	A-5343-3036-38
Image ROM	COCCO COLORO COL	27512	ROM Board U51	A-5343-3036-39
Image ROM		27512	ROM Board U52	A-5343-3036-40
Image ROM		27512	ROM Board U53	A-5343-3036-41
Image ROM	POM	27512	ROM Board U54	A-5343-3036-42



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SERVICE MANUAL

- operation
- adjustment
- unique parts

- bookkeeping
- diagnostics

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Programmed Chips on the Sound Board

IC	DESCRIPTION	TYPE	BOARD LOC.	PART NO.
Sound ROM	ROM	27512	Sound Board U3	Not Used
Sound ROM	POM	27512	Sound Board U4	A-5343-3036-1
Sound ROM	POM	27512	Sound Board U5	A-5343-3036-2
Sound ROM	FIOM	27512	Sound Board U35	A-5343-3036-3
Sound ROM	POM	27512	Sound Board U36	A-5343-3036-4
Sound ROM	POM	27512	Sound Board U37	A-5343-3036-5
Sound ROM	POM	27512	Sound Board U38	A-5343-3036-6

MARC

Jumper Table

		
CPU Board	Connected	Not Used
	W3	W1
	W4	W2
	W6	W5
	W9	W7
	W10	W8
	W11	W12
<u>L</u>	W14	W13
ROM Board	1/2	(None)
	3/4	
	5/6	
	7/8	
	9/10	
	11/12	
	13/14	
CPU Board	R1 W3	
Cro Board	W4	W1
	W6	W2
	W9	W5
	W3 W10	W7 W8
	W10 W11	W12
	W14	W13
Sound Board	W1 W9	W2 W13
	W4 W15	W3 W14
	W5 W17	W6 W16
	W7 W18	W10 W19
Į	W8 W20	W11 W21
		W12
	2 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	



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Chapter 1. Operating Procedures

Warnings and Notices
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Game Operation
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Main Test Menu (Illustration)

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Typical Game Adjustments Screen

(Illustration)

Pricing Table

Warnings and Notices

WARNING

FOR SAFETY AND RELIABILITY, substitute parts or modifications are not recommended.

USE OF NON-WILLIAMS PARTS or circuit modifications may cause injuries or equipment damage.

SUBSTITUTE PARTS OR MODIFICATIONS may void FCC Type Acceptance.

SINCE THIS GAME IS PROTECTED by Federal copyright, trademark and patent laws. Unauthotized software or hardware modifications may be illegal under Federal law.

THIS "MODIFICATION" PRINCIPLE ALSO APPLIES to unauthorized facsimiles of *WILLIAMS* logos, designs, publications and assemblies. Moreover, facsimiles of *WILLIAMS* equipment (or any feature thereof) may be illegal under Federal law. Whether or not such facsimiles are manufactured with *WILLIAMS* components, this rule applies.

WARNING

This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this

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equipment in a residential area is likely to cause intereference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

WARNING

FCC STICKER. Check the back of your game for an FCC sticker. When WILLIAMS ships a game, the game has been found to comply with FCC Rules. The sticker is proof. If the sticker is missing, legal repercussions to the owner and distrubutor of the game may result. If your game (manufactured after December 1982) has no FCC sticker, call WILLIAMS for advice. Or write us a note on your game-registration card. Be sure the card bears your game's serial number.

WARNING

THREE-WIRE PLUG. Prevent shock hazard and assure proper game operation! Only plug this game into a properly grounded outlet. DO NOT use a "cheater" plug to defeat the power cord's ground pin. DO NOT cut off the ground pin.

RF-INTERFERENCE NOTICE

YOUR GAME'S CABLE-HARNESS PLACEMENT and ground-strap routing are very important. They are designed to keep RF radiation and conduction within levels accepted by FCC Regulations.

MAINTAIN THESE LEVELS. Servicing may require that you disconnect harnesses or gound straps. When you're finished, reposition and reconnect them as they were.

Examine Your Game

• INSPECT THE OUTSIDE of the carton or game cabinet for shipping damage.

MABL

- UNLOCK AND OPEN the bottom-rear door. Now check circuitry.
- ARE CONNECTORS SECURELY ATTACHED? Reconnect any found loose. Don't force connectors! They're keyed and only fit one way.
 - ARE PLUG-IN CHIPS FIRMLY SEATED in their sockets?
- UNWRAP THE POWER CORD coiled inside the cabinet. Don't plug it in yet!
- SCRUTINIZE MAJOR SUBASSEMBLIES, such as the monitor, player panel, transformer chassis and power supply. Make sure they're securely mounted.
- UNDO THE CONTROL-PANEL LATCHES. You can reach these from the coin door by extending your arm upward and to either side. Now check connectors and circuitry as above.

Control Locations

THE ON-OFF SWITCH is above the back *(monitor)* door. Standing before the game, you'll find the switch at the game's top-left corner.

POWER INTERLOCK SWITCH. Your game has two power-interlock switches. These are located at the back of the game, behind the top and middle panels. Imagine that you're standing behind the game. An interlock is in the upper-right corner of each panel. Each interlock is a spring-loaded DPDT switch. It turns off the game when you remove the panel. For servicing purposes, pull the switch out and the game will power up.

THE VOLUME CONTROL is inside the coin door and to your right.

MARC

THREE DIAGNOSTIC SWITCHES are mounted together on a bracket behind the coin door. These switches are useful for many purposes: Accessing Diagnostic Mode Tests, reading the bookkeeping totals or making game adjustments. See relevant discussions later in this chapter.

THE MEMORY-PROTECT INTERLOCK SWITCH is behind the coin door. This switch must be open when you clear bookkeeping totals or make game adjustments. It automatically opens when the coin door is open.

THE CPU-BOARD RESET SWITCH is on the CPU Board near the +5VDC indicator LED.

Power Turn-On

WHEN THE GAME IS FIRST TURNED ON general illumination should light. In a correctly running game, tests will be followed by the message "INITIAL CHECKS INDICATE: THIS GAME IS BITCHIN'." If failure messages come up on the screen instead, refer to Built-In Test Procedures.

DEMAGNETIZE THE GAME with a television degaussing coil. Besides the monitor, remember to degauss large steel parts (for example, the backdoor hinge). Do this whenever you move the game, and also as a regular, monthly procedure. Otherwise residual magnetism may cause color imputities that adversely affect your collections.

SARCE

Game Operation

GAME START

INSERT COINS. The game allocates an adjustable number of credits per coin. This number appears on the CRT. For example, assume that your settings specify one credit for a quarter (U.S. factory pricing). A player deposits a quarter and presses 1-PLAYER START. On its screen, the game posts one credit. Then a one-player game begins.

Using player-2 controls for a one-player game is also possible: With one credit displayed, press 2-PLAYER START.

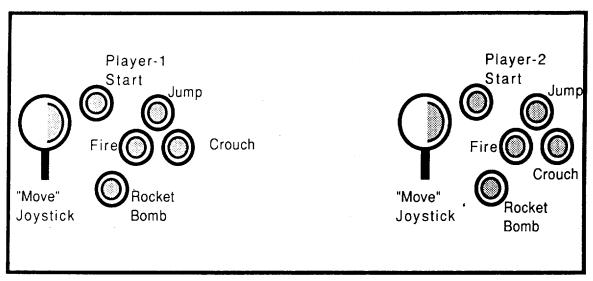
For a two-player game, at least two credits must be displayed. To initiate this two-player game, press the 2-PLAYER START button.

PLAYER CONTROLS

On its player panel, your \textit{NARC}^{TM} game has four pushbuttons and a joystick. Players can...

- FIRE at evil pushers with the machine pistol.
- PRESS ROCKET BOMB! Eliminate several pushers in one blast!
- JUMP over broken sidewalks and other obstacles!
- CROUCH to duck bullets and garbage cans!
- MOVE in eight directions with the joystick.

SAACE



Player Panel

GAMEPLAY

THE CITY'S OVERRUN! Slashers! Gangsters! Pimps! The punks are everywhere! The scum of the earth! And only the player can restore law and order! Trigger finger spraying hot metal before him... ROCKET BOMB at the ready... The player is a macho urban guerilla, defending our city from the ultimate urban scourge! This is his neighborhood too. He's committed. He says NO to inner city decadence. He carries a badge and a moral code. And he backs them both with screaming lead.

FEARLESS, ALOOF... He blazes away with his machine pistol. Then he launches a devastating ROCKET BOMB to trap several baddies in simultaneous ambush! With JUMP and SQUAT buttons, he dodges bullets, dynamite and other missiles. But the lurking Loaf, death-dealing Dumpster Man, patronizing Pimp and horrible Hypoman are everywhere. And these mangy marauders stop at nothing. This is their turf. So they'll hurl more bombs and deal more



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corruption. Because they're forever preparing another rendevous with death. Here's a list of the nefarious gangmembers...

Loaf

Psychotic

Gangster

Slasher

Pimp

Dumpster Man

Hypoman

• Mr. Big (Public Enemy Number 1)

THIS JOB DEMANDS GRITTY DETERMINATION, FAST THINKING! The city is a *jungle*. Pushers may lurk in manholes... They may dart by in a heavily armed, pink Cadillac... Or they might even buzz the player with their preemptive pushercopter! But the player laughs at danger. He scores bonus points by seizing contraband *(evidence!)* hidden in the Cadillac. And by busting these parasites on society. Then he blows that manhole. And he downs that pushercopter. Because no pimp is too high... And no gangster's too low to eat hot justice!

ENTER BUILDINGS. The player must seek out and investigate gang strongholds. When enemies darts out of a tenement, the player must enter. If psycho fiends slither in the subway, the player relentlessly pursues them. Not bullets, not bombs, not even mad dogs can deter him. For our hero's sworn duty is to case the hideouts and seize the evidence. Then he can bust another offender!

THE PLAYER STARTS WITH 100 ENERGY UNITS. Busts and evidence win points. For every 25,000 points earned, the player receives 20 energy units. But there's a penalty whenever our hero's hit or if an innocent bystander's injured. Here are some of the major penalties...

· Hit by hypo, player loses16 energy units

- · Attacked by Slasher, player sacrifices10 energy units
- · Struck by a bullet, player's penalized five units

THE BIG TARGET. Ultimately the player pursues Public Enemy Number One, Mr. Big. Mr. Big is the shimmering, super slug king of the sleazy, slimy underworld empire. His glitzy, cosmopolitan crib is brimming with evidence. And he's the inevitable prospect for a megabust. But he's wily. He's quick. And he's amply equipped with the latest Hyper-Crimewave Technology. But the player must not permit him to escape! The dragnet must not fail!

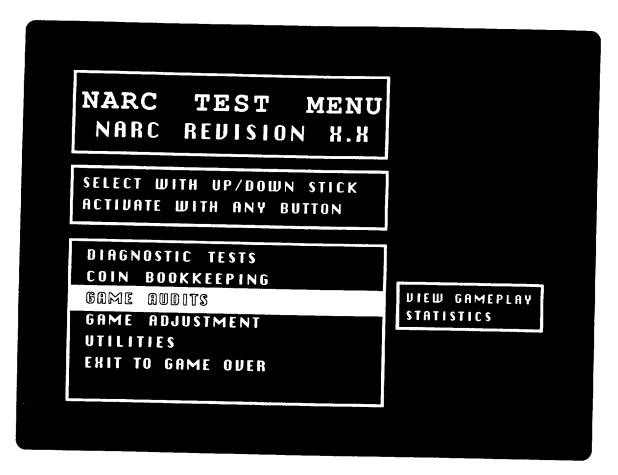
Game Adjustments, Bookkeeping, Diagnostics

MENU CONCEPT. For your convenience, game adjustment, bookkeeping, audit totals and diagnostics are *menu-driven* features. Each *menu* is a list of several choices that you may act upon as desired.

LEVELS OF MENUS. Your game has several levels of menus. That is, one menu selection will send the game to another menu. The menus are arranged in outline fashion. That is, a menu of general options selects menus of more specific options.

PRESS ADVANCE. Adjustments, bookkeeping and diagnostics are available from the main test menu. Enter the main test menu by pressing the ADVANCE button inside the coin door. ADVANCE is mounted on a bracket bolted to the inside of the door. Besides initiating diagnostics and other modes, ADVANCE permits you to browse through and alter menus. When you press ADVANCE, the game steps through the options of one menu.

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Main Test Menu

Normally you may exit the menu you're inspecting and return to the previous menu. In fact, "RETURN TO MAIN MENU" and "EXIT TO GAME OVER" are typical menu options. Suppose that you select "RETURN TO MAIN MENU": The game returns to the option where it was before on the previous menu.

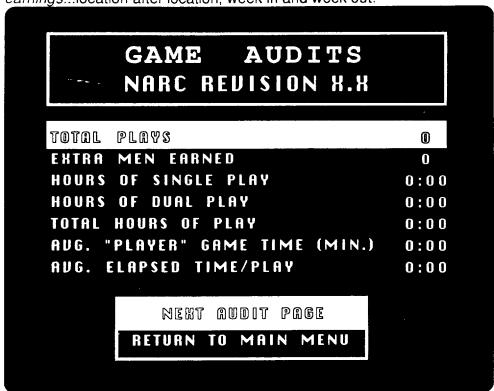
Pressing and holding ADVANCE also causes the game to exit from a menu.



However when you press and hold ADVANCE, the game exits to the next lower option on the previous menu. This capability of the ADVANCE button allows you to access menu features even when player panel controls malfunction.

GAME AUDITS

GAME AUDITS SHOW YOU AT A GLANCE if game settings are bringing you a satisfactory return on your investment! Only games by WILLIAMS ELECTRONICS have this menu-driven feature. Think of it as a unique way to keep your NARC game the leader of the pack when it comes to earnings...location after location, week in and week out!

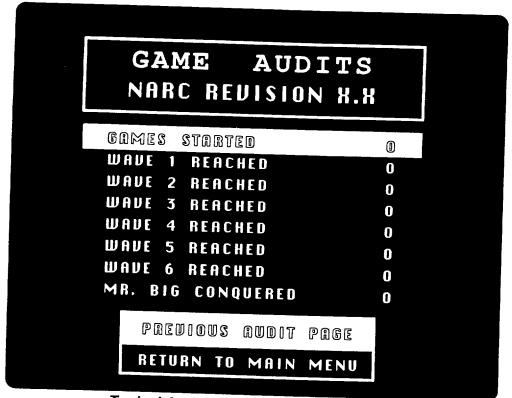


Typical Audits Screen, Page 1



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ENTERING AUDIT MODE. Open the coin door and press ADVANCE. You'll see the main test menu on the CRT screen. Use either joystick to highlight GAME AUDITS. Now select GAME AUDITS by pressing *any* player panel button.



Typical Audits Screen, Page 2

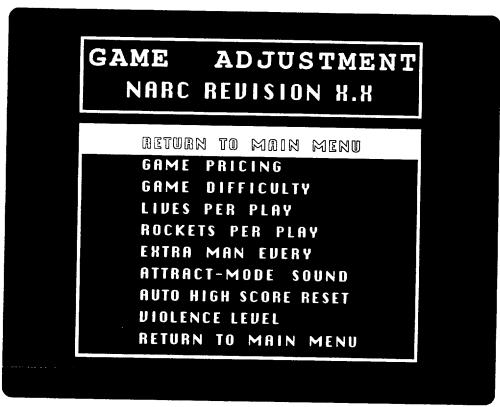
The first GAME AUDITS page will appear. Total plays and the number of extra men that players earned are provided here. The remaining entries on this

SARCE

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page relate aspects of gameplay to time. The second audit page relates how many times players achieved each *wave*. (difficulty level). Now let's examine two audit entries...

AVERAGE TIME PER CREDIT: TWO MINUTES. Your most important figure on the first AUDITS page is AVG. PLAYER GAME TIME (MIN.). You'll want to pay special attention to this figure every day for this reason: Thorough field and factory research has shown that two-minute games both satisfy players and also keep the quarters flowing.



Typical Game Adjustments Screen

SAME

If games aren't running about two minutes long, then collections probably aren't at their peak. You'll want to tailor your game to your game-playing public. It's easy, and we'll talk about that subject in a moment. Meanwhile, another very useful figure is AVG. ELAPSED TIME/PLAY. This number tells you approximately how long your game must operate before earning a quarter.

Here are some tailoring suggestions...

EXCLUSIVE GAME ADJUSTMENTS

- 1. Press ADVANCE to enter the main test menu (described earlier).
- 2. Using either joystick, move the selection arrow down to GAME ADJUSTMENT.
- 3. To select GAME ADJUSTMENT, press any player panel button. Now you'll see the adjustment screen.
- 4. Use either joystick to highlight the feature you desire to adjust.
- 5. To select that feature, press any player panel button.
- 6. Use either joystick to alter the value of an adjustment.

 (The joystick causes YES-NO settings to toggle between YES and NO.)
- 7. To return to Game-Over Mode, follow menu selections on your screen.

MARC

